Performer 36 RGB Operations

Master/slave mode

To set the unit as a master, simply select any of the above modes and set the slave units into DMX mode, address 001. The slave units will now follow in sequence with the master unit.

DMX chart:

3 Channel:

Channel	Value	Function
1	000-255	Red
2	000-255	Green
3	000-255	Blue

7 Channel:

Channel	Value	Function
1	000-255	Master dimmer
2	000-255	Strobe (Slow to fast)
3	000-049	Manual DMX
	050-099	Colour change
	100-149	Colour fade
	150-199	Colour fade in/out
	200-255	Sound active
4	000-255	Chase/fade speed
5	000-255	Red
6	000-255	Green
7	000-255	Blue

DMX-512:

• DMX (Digital Multiplex) is a universal protocol used as a form of communication between intelligent fixtures and controllers. A DMX controller sends DMX data instructions from the controller to the fixture. DMX data is sent as serial data that travels from fixture to fixture via the DATA "IN" and DATA "OUT" XLR terminals located on all DMX fixtures (most controllers only have a data "out" terminal).

DMX Linking:

• DMX is a language allowing all makes and models of different manufactures to be linked together and operate from a single controller, as long as all fixtures and the controller are DMX compliant. To ensure proper DMX data transmission, when using several DMX fixtures try to use the shortest cable path possible. The order in which fixtures are connected in a DMX line does not influence the DMX addressing. For example; a fixture assigned to a DMX address of 1 may be placed anywhere in the DMX line. When a fixture is assigned a DMX address of 1, the DMX controller knows to send DATA assigned to address 1 to that unit, no matter where it is located in the DMX chain.